### STARTING STEP (P. 29)
1. Remount Bailed Out Tanks
2. Rally Pinned Down Units
3. Check Unit Morale
4. Check Formation Morale
5. Reveal Ambushes
6. Roll for Reserves
7. Roll for Strike Aircraft
8. Remove Friendly Smoke Markers

### REMOUNT BAILED OUT TANKS (P. 47)
May not Move, Shoot, Bombard, or Assault. If Bailed Out again, pass Motivation (or Remount) or Destroyed. Score Remount to Remount.

### CROSSING MINEFIELDS (P. 94)
If Moving within 2"/5cm of Minefield marker, score Skill to avoid mines, otherwise hit. Mines are Anti-tank 5 and Firepower 1+ (hit Top armour if Armoured Tank).

### CHECK UNIT MorALE (P. 64)
In Good Spirits if:
- No Teams Bailed Out or Destroyed, or
- 2 or more Tanks (not Bailed Out), or
- 3 or more Infantry Teams remain.
If not in Good Spirits, score Morale or Unit is Destroyed.

### CHECK FORMATION MorALE (P. 65)
If Formation doesn’t have at least two Units on table or in Reserve, it is Destroyed.

### MOVEMENT ORDERS (P. 36)
Unit Leader can issue one Order per turn to Teams that are In Command.

#### BLITZ MOVE — BEFORE MOVING
Score Skill to Move Teams up to 4"/10cm. Can only Move at Tactical this turn. If do not Move further, Shoot with Halted ROF.

#### OUT OF COMMAND (P. 31)
If not In Command, Team must:
- remain in place,
- Move at Tactical with +1 penalty on score To Hit when Shooting, or
- Move at Dash towards Unit Leader.

#### DIG IN — MOVEMENT STEP
Score Skill to dig Foxholes. Teams then Shoot with Moving ROF, but cannot fire Bombardments.

### CROSSING DIFFICULT TERRAIN (P. 32)
Score Cross rating or stop Moving (Team has still Moved).

### CROSS HERE — WHILE MOVING
Teams Crossing Difficult Terrain reduce Cross rating by 1 within 6"/15cm of Leader.

### CROSS HERE — WHILE MOVING
Score Cross rating or stop Moving (Team has still Moved).

### WELL (P. 33)
In Command if end movement:
- within 6"/15cm of Unit Leader, or
- within 8"/20cm of Unit Leader if Unit has eight or more Teams.

#### MOVING THROUGH TERRAIN (P. 32)
Move at Tactical and Shoot or Assault, or Move at Terrain Dash.

### REMOVING INFIRMATY FROM FRONT (P. 34)
If not Pinned Down, Infantry or Gun Teams in Foxholes are Concealed.

### STAYING IN COMMAND (P. 31)
In Command if end movement:
- within 6"/15cm of Unit Leader, or
- within 8"/20cm of Unit Leader if Unit has eight or more Teams.

### SHOOTING ACTIVITY (P. 38)
1. Check Range
2. Check Line of Sight
3. Check for Concealment
4. Declare Targets
5. Rotate to Face
6. Roll to Hit
7. Assign Hits
8. Roll Saves

### WHICH WEAPONS CAN FIRE (P. 38)
Tanks or Aircraft may either fire all of its Machine-guns, or one other weapon. Infantry or Guns may fire one weapon. Cannot Shoot if Dash, Follow Me, or Cross Here. Pinned Down Teams shoot as Moving

### LINE OF SIGHT (P. 40)
Tall terrain blocks Line of Sight after 2"/5cm unless Range is 6"/15cm or less. Buildings and Hills block Line of Sight. Line of Sight to Aircraft is never blocked.

### HOW MANY DICE (P. 44)
Roll one die first turn of Reserves, two dice second turn, three dice third turn, etc. Each score of 5+ brings on a Unit.

### HOW MANY DICE (P. 44)
Roll Target Team’s Is Hit On number:
- +1 to score needed if:
  - Range is over 16"/40cm
  - Concealed (but not Gone to Ground)
  - Shooter moved Out of Command
  - Shooting through Smoke
  - Shooting at Night
- +2 to score needed if:
  - Concealed and Gone to Ground

### GONE TO GROUND (P. 44)
Teams that don’t Move, Shoot, or Assault are Gone to Ground. Scouts can Move and still be Gone to Ground.

### MINE CLEARING — MOVEMENT STEP (P. 94)
If not Pinned Down, Infantry or Mine-clearing Tank remove Minefield within 2"/5cm (after entering Minefield last turn). Cannot Move further, Shoot, Bombard, or Assault.

### MOVEMENT THROUGH TERRAIN (P. 32)
Move at Tactical and Shoot or Assault, or Move at Terrain Dash.

### CROSSING DIFFICULT TERRAIN (P. 32)
Score Cross rating or stop Moving (Team has still Moved).

### DIG IN — MOVEMENT STEP
Score Skill to dig Foxholes. Teams then Shoot with Moving ROF, but cannot fire Bombardments.

### CONCEALMENT (P. 41)
Concealed if entirely behind or in Tall or Short terrain, or at least half hidden by Buildings or Hills. Stationary Infantry are Concealed. Gun Teams in Foxholes are Concealed.

### HOW MANY DICE (P. 44)
Roll one die per point of ROF. Halted ROF if did not Move and not Pinned Down, otherwise Moving ROF.

### Line of Sight (P. 40)
Roll one die per point of ROF. Halted ROF if did not Move and not Pinned Down, otherwise Moving ROF.

### SCORE TO HIT (P. 44)
Roll Target Team’s Is Hit On number:
- +1 to score needed if:
  - Range is over 16"/40cm
  - Concealed (but not Gone to Ground)
  - Shooter moved Out of Command
  - Shooting through Smoke
  - Shooting at Night
- +2 to score needed if:
  - Concealed and Gone to Ground

### 7+ OR MORE TO HIT (P. 44)
If need 7+, must roll 6 followed by 5+ If need 8+, must roll 6 followed by 6

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ASSIGN HITS (P. 45)
First hit must be assigned to target. Remaining hits assigned evenly to:
- Valid targets
- Part of same Unit as target Team
- Same type as target Team
- Within 6”/15cm of target Team

MISTAKEN TARGET (P. 45)
On 3+ target player can swap all swap-pable hits between two Teams. If they succeed, they can roll again to swap hits between another pair. Tanks must be more than 8”/20cm and Infantry or Guns more than 4”/10cm away to swap.

HULL OR TURRET (P. 46)
Front if in front of line across front of hull and turret. Side if behind both lines. Roll if front and side both visible:
- 1 to 3—hit hull
- 4 to 6—hit turret

ROLL TO RANGE IN (P. 53)
Roll to hit each Team under Template. Roll Target Team’s Is Hit On number:
Add +1 to score needed if:
- Ranged in on Second Attempt
- Repeat Bombardment where Spotting Team can’t see Aiming Point.
Add +2 to score needed if:
- Ranged In on Third Attempt.

ROLL ARMOUR SAVES (P. 46)
Roll to hit each Team under Template. Roll Target Team’s Is Hit On number:
- Armour rating
- +1 if range is over 16”/40cm
Outcome:
- If less than Anti-tank, roll Firepower to Destroy tank, otherwise Bail Out.
- If greater than Anti-tank, no effect.

OTHER SAVES (P. 48)
Score Save and unharmed, otherwise Destroyed. If Infantry in Bulletproof Cover, or Aircraft, shooter must score Firepower to Destroy.

PINED DOWN (P. 50)
Pinned Down if Unit takes a total of 5 hits. If at least 12 Teams, only Pinned Down if Unit takes a total of 8 hits.
Armoured Tank Teams and Aircraft cannot be Pinned Down.
Shoot with Moving ROF, cannot Move closer to visible enemy or Bombard.

SELECT AIMING POINT (P. 52)
Pick an Aiming Point in Line of Sight of Spotting Team.
Artillery Template cannot be within 4”/10cm, or 6”/15cm if Aircraft.

ROLL TO HIT (P. 53)
Roll to hit each Team under Template. Roll Target Team’s Is Hit On number:
Add +1 to score needed if:
- Ranged in on Second Attempt
- Repeat Bombardment where Spotting Team can’t see Aiming Point.
Add +2 to score needed if:
- Ranged In on Third Attempt.

NUMBER OF WEAPONS FIRING
<table>
<thead>
<tr>
<th>NUMBER</th>
<th>MODIFIER</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 or 2</td>
<td>Re-roll Hits</td>
</tr>
<tr>
<td>5 or more</td>
<td>Re-roll Misses</td>
</tr>
</tbody>
</table>

ASSAUL TING ACROSS TERRAIN (P. 58)
Score Cross number to cross Difficult Terrain, otherwise fall back 2”/5cm.

ASSAULT STEP (P. 57)
1. Charge into Contact
2. Opponent’s Defensive Fire
3. Roll to Hit
4. Roll Saves
5. Check if Assault is Over
6. Test to Counterattack
7. Counterattack or Break Off

OPPONENT’S DEFENSIVE FIRE (P. 59)
Defending Teams within 8”/20cm of Assaulting Teams fire at Halted ROF (Moving ROF if Pinned Down).
Tanks cannot Fire if Contacted by Infantry that were Concealed and did not Move or Shoot.
Defensive Fire hits Side armour.

FALL BACK FROM DEFENSIVE FIRE (P. 60)
Fall Back and Pinned Down if take 5 hits. If at least 12 Assaulting Teams, only Fall Back and Pinned Down if take 8 hits.
Tanks with Top armour 1 or 2 only Fall Back if 2 or more are Bailed Out or Destroyed.
Fall Back 2”/5cm from Defenders.

ASSAULT IN CONTACT (P. 57)
Infantry and Armoured Tanks can Assault. Assaulting Teams move up to 4”/10cm into Contact with the enemy. Infantry Teams can move into Contact with an Infantry Team that is in Contact.

ASSAUL TING ACROSS TERRAIN (P. 58)
Score Cross number to cross Difficult Terrain, otherwise fall back 2”/5cm.

ROLL TO HIT (P. 60)
All assaulting teams in Contact must score Assault To Hit.

ANTI-AIRCRAFT ROF (P. 64)
Dedicated AA, Guided AA, and Aircraft weapons shoot at full ROF.
Other weapons shoot at ROF 1, with +1 to hit if already ROF 1.

DESTROYED UNIT LEADERS (P. 49)
Appoint another Team from the Unit within 6”/15cm as the Unit Leader.

KILLING COMMANDERS (P. 49)
Appoint another Team from HQ or roll 3+ to appoint another Team within 6”/15cm.

ROLL SAVES (P. 61)
No saves for Infantry or Unarmoured.
Hit Side with Anti-tank rating, or Top with Anti-tank 2 and Firepower 1+.